

The diagram illustrates the timing of a video signal. A horizontal axis represents **TIME**. A vertical line marks the start of **House Sync**. A bracket labeled **20** spans from the House Sync line to the start of the **Display Sync** period. An arrow labeled **Host delay** points from the House Sync line to the start of the **IG delay** period. A bracket labeled **24** spans from the start of the **IG delay** period to the start of the **Display Sync** period. A bracket labeled **26** spans from the start of the **Display Sync** period to the end of the **Display Sync** period. A bracket labeled **28** spans from the start of the **IG delay** period to the end of the **Display Sync** period. A bracket labeled **22** spans from the House Sync line to the start of the **IG delay** period. The **IG delay** period is marked by a horizontal line with vertical tick marks. The **Display Sync** period is marked by a horizontal line with vertical tick marks.

FIG. 1  
(PRIOR ART)



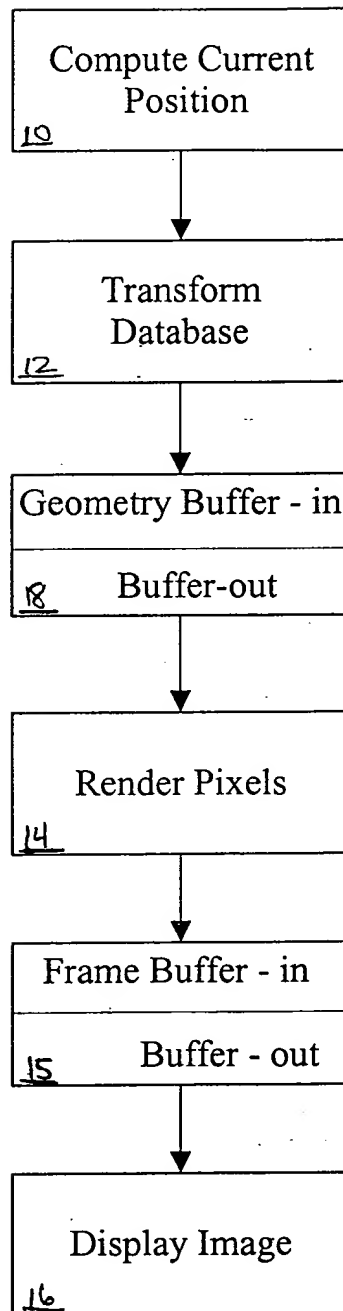


FIG. 2B  
(PRIOR ART)

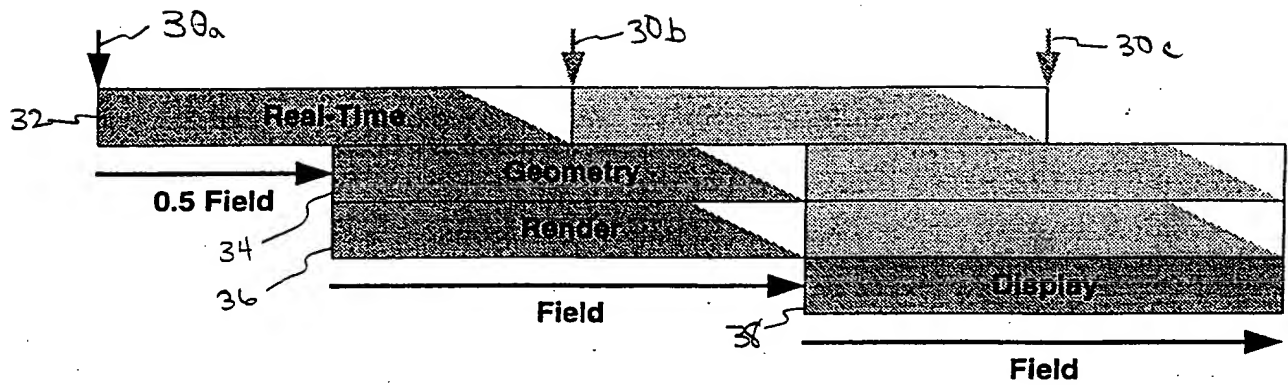


FIG. 3  
(PRIOR ART)

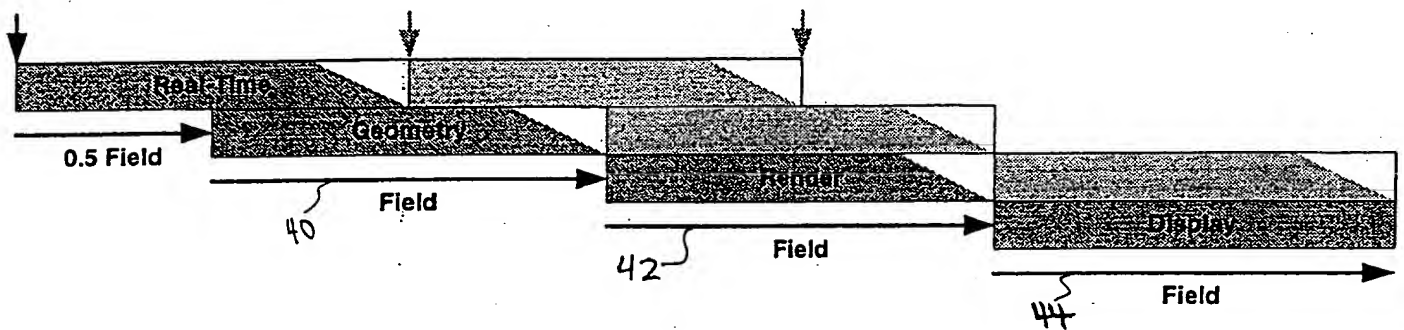


FIG. 4  
(PRIOR ART)

```
graph TD
    60[Host input] --> 62[Start real-time]
    62 --> 64{RT timer done?}
    64 --> 66[Start geometry]
    66 --> 68{Geometry done?}
    68 --> 70{Rendering done?}
    70 --> 72{Field timer done?}
    72 --> 74[Toggle geometry buffer]
    74 --> 68
    74 --> 76[Start rendering]
    76 --> 78{Rendering done?}
    78 --> 80{Field timer done?}
    80 --> 82[Toggle frame buffer]
    82 --> 84[Start display]
    84 --> 80
```

The flowchart illustrates the real-time rendering process. It begins with 'Host input' (60), leading to 'Start real-time' (62). A decision diamond 'RT timer done?' (64) follows. If the timer is done, the process moves to 'Start geometry' (66). This leads to a loop of three decision diamonds: 'Geometry done?' (68), 'Rendering done?' (70), and 'Field timer done?' (72). If the field timer is done, the process moves to 'Toggle geometry buffer' (74), which then loops back to the 'Geometry done?' decision. If the geometry is done, the process moves to 'Rendering done?'. If rendering is done, the process moves to 'Field timer done?'. If the field timer is not done, the process loops back to the 'Geometry done?' decision. Once the field timer is done, the process moves to 'Toggle geometry buffer' (74), which then leads to 'Start rendering' (76). This leads to another loop of two decision diamonds: 'Rendering done?' (78) and 'Field timer done?' (80). If the field timer is done, the process moves to 'Toggle frame buffer' (82), which then leads to 'Start display' (84). If the field timer is not done, the process loops back to the 'Rendering done?' decision. Once the field timer is done, the process moves to 'Toggle frame buffer' (82), which then leads to 'Start display' (84). The process then loops back to the 'Rendering done?' decision.

FIG. 5  
(PRIOR ART)

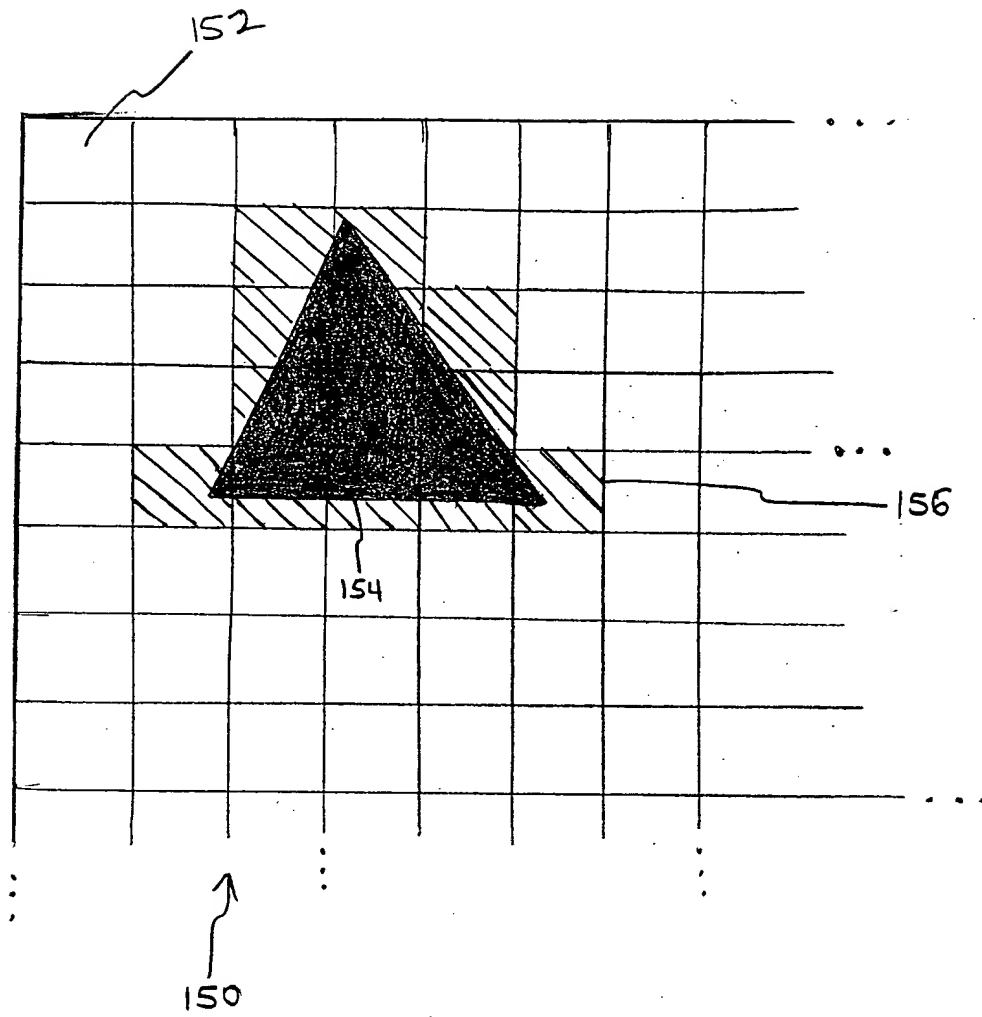


FIG. 6

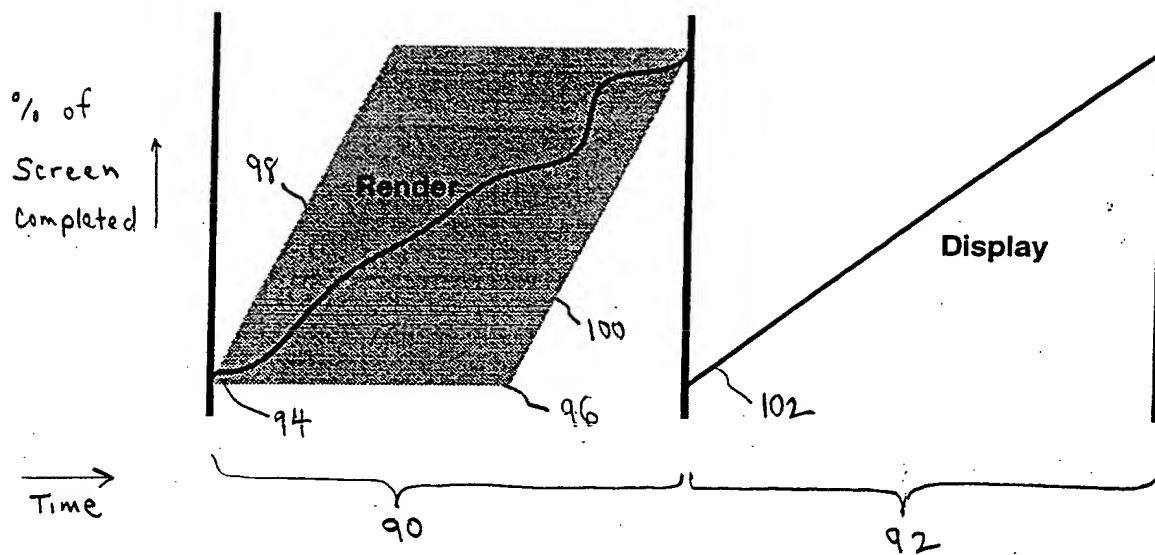


FIG. 7

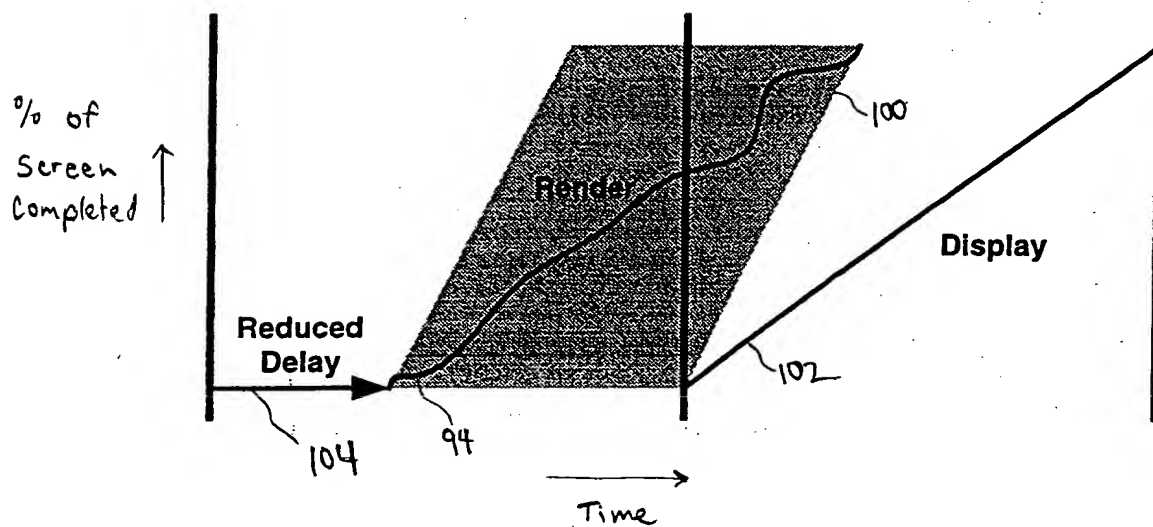


FIG. 8

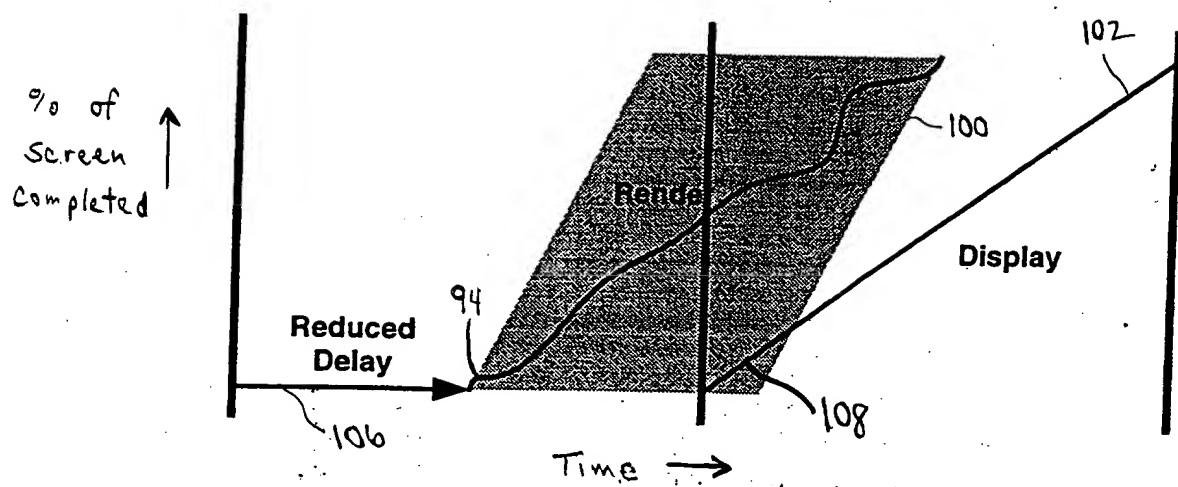


FIG. 9

[illegible]



% of  
Screen  
completed ↑

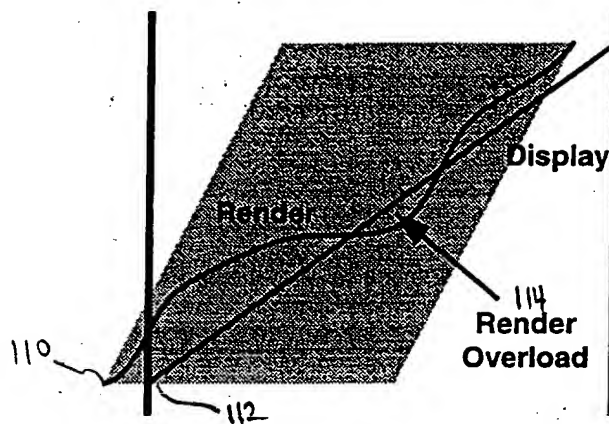


FIG. 10

000001-FF00500

% of  
Screen  
completed ↑

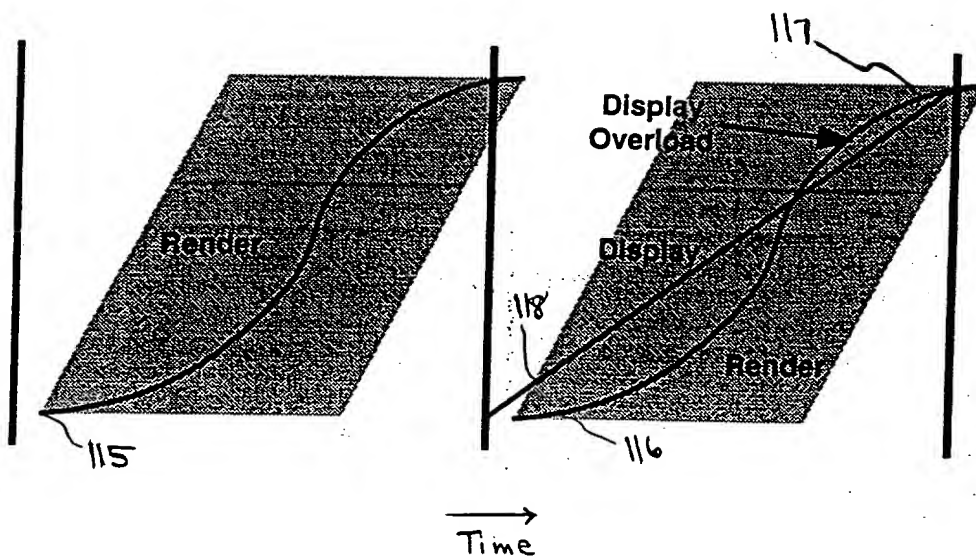


FIG. 11

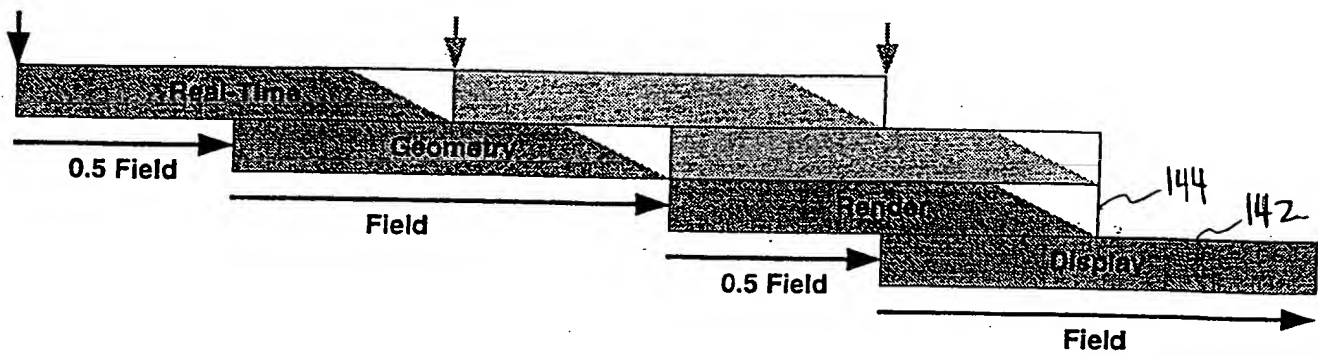


FIG. 12

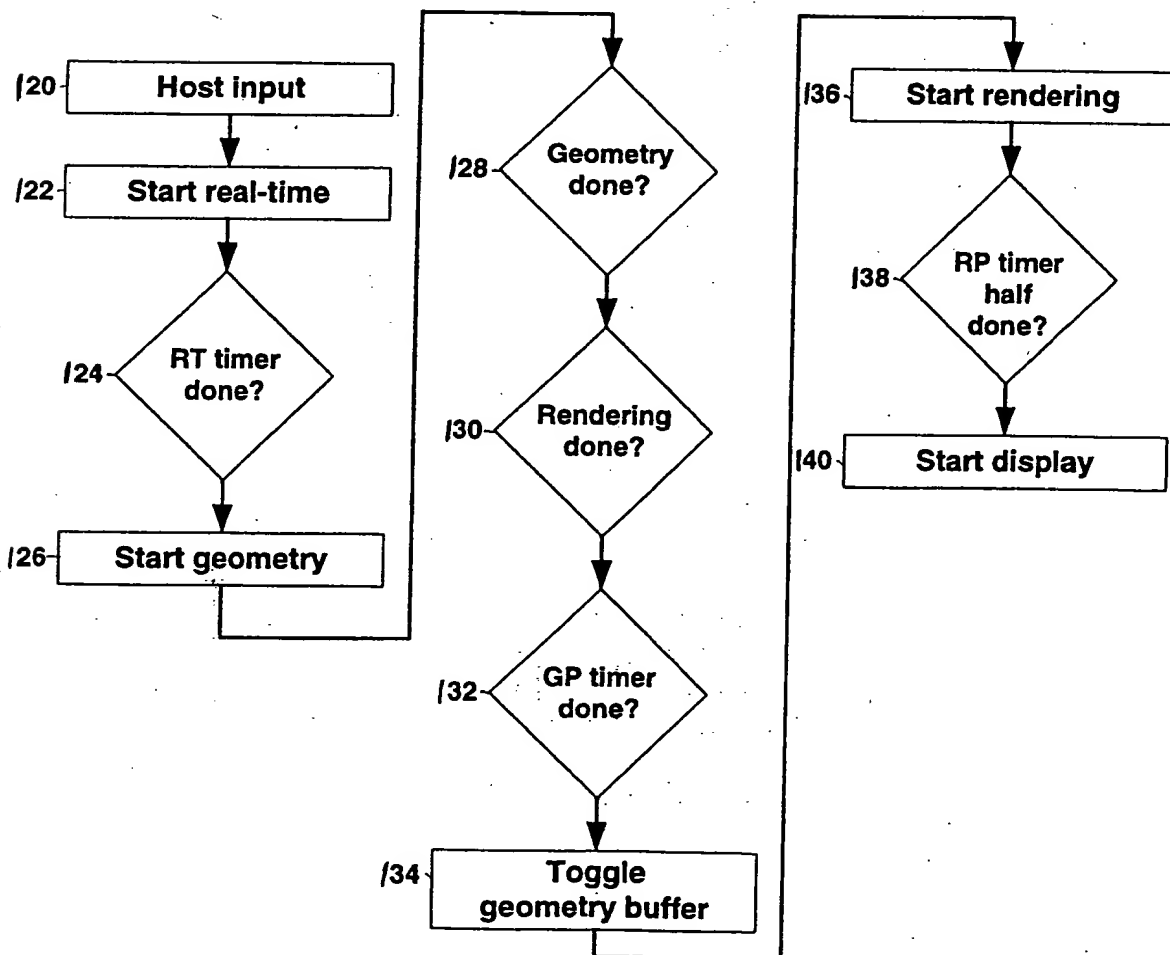


FIG. 13